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ÞÝÐENDUR  
T-603-THYD

## Homework 3

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# 1

Consider the following grammar:

$E \rightarrow E T O$

$E \rightarrow T$

$O \rightarrow +$

$O \rightarrow -$

$T \rightarrow num$

where “+”, “-” and num are tokens. For simplicity all numbers are single digit.

a)

Write a syntax-directed definition (SDD) for the grammar that changes a postfix expression to prefix form. Assume that each nonterminal has the attribute val of type string, and that each attribute value of a node in the parse tree denotes a sub-expression in prefix form.

**Solution.**

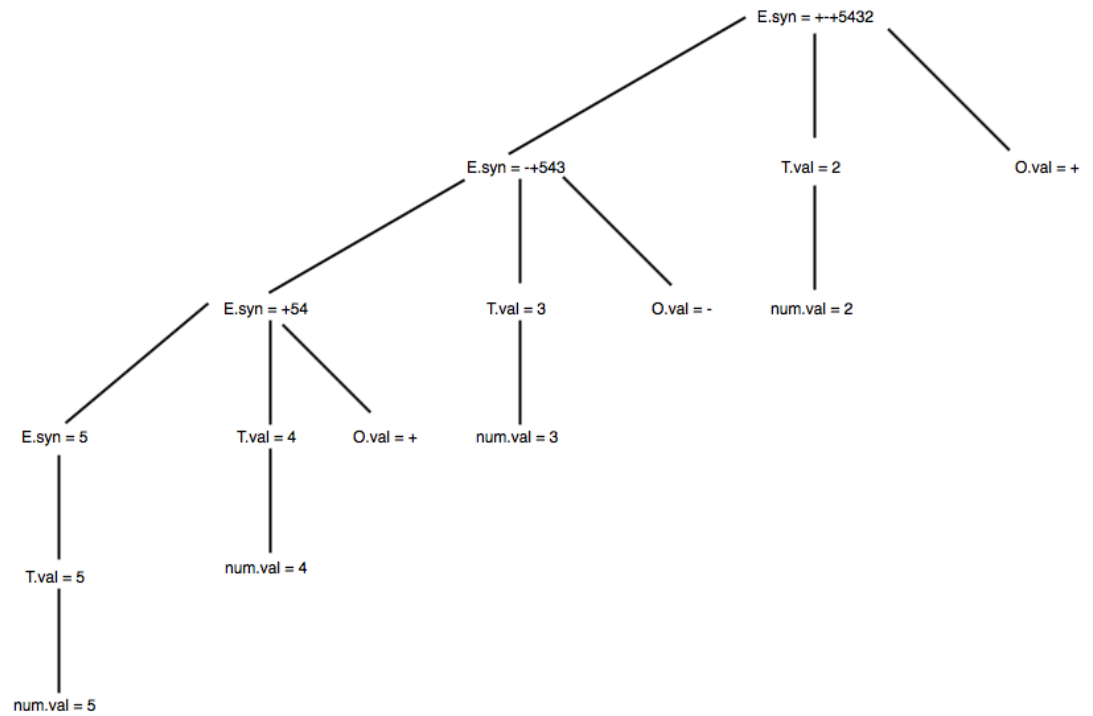
Production	Semantic rules
$E \rightarrow E T O$	$E.syn := O.val    E_1.syn    T.val$
$E \rightarrow T$	$E.syn := T.val$
$O \rightarrow +$	$O.val := '+'$
$O \rightarrow -$	$O.val := '-'$
$T \rightarrow num$	$T.val := num.val$

where || is the concatenation operator.

b)

Annotate a parse tree for input string 54+3-2+. Note that the attribute value of the root of the parse tree should show the input string in prefix form for the whole expression.

**Solution.**



## 2

Consider the following grammar for type declarations:

$D \rightarrow id\ L$

$L \rightarrow id\ L \mid : T$

$T \rightarrow integer \mid real$

a)

For this grammar, write an SDT (Syntax-Directed Translation Scheme) which sets the type for each name into the symbol table. Use the function `addType(X,Y)`, for which X is a reference/pointer to a symbol table entry and Y is a type.

Production	Actions
$D \rightarrow id\ L$	$L \{addType(id, L.type)\}$
$L \rightarrow id\ L_1$	$L_1 \{addType(id, L_1.type)\ L.type = L_1.type\}$
$L \rightarrow : T$	$T \{L.type = T.val\}$
$T \rightarrow integer$	$\{T.val = integer\}$
$T \rightarrow real$	$\{T.val = real\}$

b)

Write a recursive-descent parser for the translation scheme you developed. You can assume the function `yylex()`, which returns the next token from the lexical analyzer. Moreover, assume the function `match(Token t)`, which checks whether the current token matches token `t` and calls `yylex()` if that is the case, otherwise it reports an error. In the solution, you should let some functions (that correspond to some non-terminals) return a type. Assume that the type is an integer constant in the form of an enumeration:  
*enum TypeCode {INTEGER, REAL, ERROR}*

**Solution.**

```

void D() {
    match(tc_id);
    addToken(currentToken, L());
}

int L() {
    if (match(tc_id)) {
        string token = currentToken;
        int type = L();
        addType(token, type);
        return type;
    } else if (match(tc_colon)) {
        return T();
    } else {
        handleError("expected_id_or_colon");
        return 2;
    }
}

int T() {
    if (match(tc_integer)) {
        return 0;
    } else if (match(tc_real)) {

```

```

        return 1;
    } else {
        handleError("expected_type");
        return 2;
    }
}

```

### 3

Construct a sequence of TAC instructions (op, arg1, arg2, result) for the statement:

$$z = (a + b) * ((c + d) - (-a + b + c))$$

Note that \* has higher precedence than +. Construct the code in the same way as your own top-down parser would do, i.e. use your changed grammar (the grammar for the Decaf language) to obtain the right precedence order. Moreover, make sure that the order of quadruples mirrors the order that will be generated by your parser.

*Solution.*

```

VAR      t1
ADD      a   b   t1
VAR      t2
ADD      c   d   t2
VAR      t3
UMINUS   a   t3
VAR      t4
ADD      t3   b   t4
VAR      t5
ADD      t4   c   t5
VAR      t6
SUB      t2   t5   t6
VAR      t7
MULT     t1   t6   t7
APARAM   t7
CALL     writeln
RETURN

```

### 4

Construct a sequence of TAC instructions (op, arg1, arg2, result) for the code fragment:

```

{
    if (i < j) {
        j = j * 2;
    } else {
        j = j / 2;
    }
}

```

***Solution.***

```

                LT      i  j  if
                VAR      t1
                DIV      j  2  t1
                ASSIGN    t1  j
                GOTO      ret
if:             VAR      t2
                MULT      j  2  t2
                ASSIGN    t2  j
ret:            APARAM    j
                CALL      writeln

```

## 5

Construct a sequence of TAC instructions (op, arg1, arg2, result) for the code fragment:

```

{
int n;
int sum;
sum = 0;
for (n=0;n<10;n++) {
    sum = sum + n * n;
}
}

```

***Solution.***

```

        VAR      n
        VAR      sum
    ASSIGN      0    sum
    ASSIGN      0    n
for:    GE      n    10    ret
        VAR      t1
        MULT     n    n    t1
        VAR      t2
        ADD      sum    t1    t2
    ASSIGN      t2    sum
        VAR      t3
        ADD      1    n    t3
    ASSIGN      t3    n
        GOTO     for
ret:    APARAM    sum
        CALL     writeln

```

## 6

What do MSIL (Microsoft Intermediate Language) and Java byte- code have in common? What are their differences? Use whatever sources you want to find answers to these questions, but make sure that you provide references to your sources in proper scholarly fashion.

*Solution.*